

SEGA
GENESIS



©1992 Sega of America, Inc.
Sega of America, Inc., P.O. Box 2187, South San Francisco, CA 94089
Sega Printed in Japan

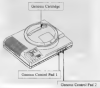
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual.
2. Make sure the power switch is OFF.
3. Insert the 3DO™ Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Genesis Control Pad 1.



Zoom!

Mr. Smart is speeding through space! He's heading for a curious little square wiggly Space Phantom!

The Phantoms have set up magic force fields around Earth. When Mr. Smart gets to each field, he must skate around it, capturing squares while out-running the Phantoms!

Surprise, surprise! Each field has Cookies that Mr. Smart can grab to defeat the Phantoms! But he's got to hurry! It's a battle of wits and time, dodges and jumps!

The Phantoms are so cute that Mr. Smart might forget how dangerous they are — and wind up tumbling into a black hole!



Take Control!

Here's how to use your Genesis Control Pad.

- For 1 Player games, plug a Control Pad into Control Port 1.
- For 2 Player games, plug a second Control Pad into Control Port 2.



D-Directional Buttons

- Moves selection arrow on Start Game screen.
- Moves Mr. Smart up, down, right, and left.

Start Button

- Starts game.
- Pauses game during play. Press again to resume.

Button A or C

- Jump

Button B

- Throw rubber ball



Begin Play

At the Title screen, press the Start Button. On the Start Game screen, press the D Button up or down to choose your play mode.

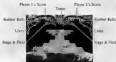
- 1 Player** Mr. Smart tackles the Phantoms.
- 2 Players** Two players alternate, using one Control Pad or two Control Pads. Mr. Smart is yellow for Player 1 and blue for Player 2.
- Competition** Two players compete on the same level field, using two Control Pads. Mr. Smart is yellow for Player 1 and blue for Player 2.

Race to Win!

You see Mr. Smart, and it's up to you to take the form field away from the Phantoms. Press your D Button to start running up, down, left or right. The lines you skate over will start flashing. When you skate around all 4 sides of a square, the square starts flashing too. When you get all the squares to flash, you've won the field!

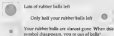
XXXXM has 4 stages, with 4 form fields in each stage. You'll be chased by Rowdy Puggles and other Phantoms. Goodies appear on the field, and if you run over them you gain extra powers that help you beat the Phantoms.

Press Button A or C to jump over Phantoms and across squares. Press the D Button while pumping to aim for a good landing spot. Press Button B to throw rubber balls behind you and push back your pursuers.



Rubber Balls

Keep an eye on your Rubber Balls symbol. It tells how many balls you have left to throw.



Timer

The Timer starts counting down when the game starts. If you enter the field before the countdown ends, the remaining time is added to your score. If the Timer reaches 000, the Phantoms start jumping up on you and you start sweating. Finish the field fast, before you get caught!

Lives

You start each field with 4 lives. If a Phantom catches you, you lose a life. As long as you have lives left, you survive on the field with the same score and flashing lines and squares.

You gain an extra life when your score reaches 1,000 points, 3,000 points and 5,000 points. You also gain an extra life when you make a certain number of square dash in sequence. Can you figure out how many?

Once you share around all the squares, you fly off to the next field in a tremendous explosion. But if you lose all your lives, the game ends.

NOTE: During a game, press the Start Button to pause. Press it again to resume play.

Continue Game

When a game ends, the Start Game screen appears with the word "Continue" at the top of the list. Press the Start Button to continue the game, starting with the first field of the last round you played.

Phantoms

These giggly, wiggly Phantoms challenge your skill. Most of them will "bunk" you right off the field!



Remedy Fingers - your arch enemy, chases you endlessly.



Spider swims around the field crossing your flashing lines.

Cue runs diagonal short-cuts to ambush you.



Spine/Spine surps from place to place for surprise attacks.

Charm slows you down so other Phantoms can catch you!



Goodies

Grab these Goodies to outwit the Phantoms.



The **Banana** slows down the Phantoms for a short time.

The **Hour Glass** temporarily freezes the Phantoms in place.



The **Sun** makes you indestructible for a short time. You can run into any Phantom without being hurt.

The **Icecream** speeds you up and gives you bonus points. If you've been slowed down by a Charm, you regain your normal speed.





The **Wing** looks out all the Phantoms as you leave the whole lawn field to yourself!

Red Candy is worth 50 points.
Blue Candy is worth 100 points.



The Star is a secret Goodie!
Grab it and give one of the other Goodies as a surprise!

Scoring

Your score adds up as you make the squares flash.

Crossing 1 line
to make 1 square flash 10 points

Crossing 1 line
to make 2 squares flash 40 points

Skating a long line
to make single squares
flash in sequence 10 points a total square

Skating a long line
to make pairs of squares
flash in sequence 40 points a total pair

In Competition play, the player who makes the squares flash gains the points for it.

Winning Hints

- Stay away from your attacker! Jump over Phantoms dead ahead. Throw rubber balls at the ones behind you.
- Grab all the Goodies you can. Be quick, or they'll disappear.
- When cornered, fool the Phantoms by jumping over them.
- Jump over lines that are already flashing to get to other lines fast!
- Learn how to turn corners quick so you can outrun the Phantoms and speed through the field.
- When a Goodie appears outside the field, examine your coverage and leap for it. Grab the Goodie and you may be surprised with a secret safety square.
- ZOOM! is a challenging game, but it's hard to maintain precisely all time. Here's some advice from three experienced legs: game-course.com

In ZOOM! you'll find that the more you play, the easier the moves become. Practicing turns will soon seem like a breeze. So have patience and build up your skills by practicing. Now put ZOOM! into action. And always remember, ZOOM! is middle name is Phantom!

Judy, Kristen, and Heidi

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-555-SEGA.

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAILER/SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise (freight prepaid and insured against loss or damage to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.